

Child of the Black Sun Lifepath

“Eltibald wasn't mad at all. He deciphered the writing on Dauk menhirs, on tombstones in the Wozgor necropolises, and examined the legends and traditions of weretots. All of them spoke of the eclipse in no uncertain terms. The Black Sun was to announce the imminent return of Lilit, still honoured in the East under the name of Niya, and the extermination of the human race. Lilit's path was to be prepared by 'sixty women wearing gold crowns, who would fill the river valleys with blood'.”

“The Lesser Evil”, from *The Last Wish* by Andrzej Sapkowski (p.83)

The Cursed

Depending on who you ask, you will always get differing opinions on those born under the **Black Sun**. Commonfolk will tell you tales of girls with the bestial nature of wolves; some Mages will regale you with accounts of unspeakable cruelty, how each girl is no longer Human but a mutant. Yet Witchers will tell you that the Curse of the Black Sun is as real as imps pissing in milk – that is to say, a load of nonsense.

Regardless, it is still widely known and accepted that children born under the Black Sun always meet the following criteria:

- Are **Human girls** (or women, depending on which eclipse they were born under).
- Were born under an **eclipse** (the so-called 'prophecy' never actually gave a date or time frame for when the eclipse that is responsible for the **sixty women** will actually occur, so any girl born under an eclipse is doomed to be affected by the Black Sun curse).

It is believed that such girls are **transformed** by the eclipse, causing them to become **mutated** and granting them **unnatural abilities** other Human girls do not have. The most notable of these being a **resistance to magic** and a predilection for inflicting pain and cruelty on others. As a result, the life of any girl born under an eclipse is one destined to be miserable. Their every action is scrutinised, they are hated and feared by others, and most Mages who are set to be their keepers wish for them to be isolated from the rest of the world for the supposed safety of everyone else. It's a life that never knows true safety or real love – more often than not, a girl's family or a Mage wants them killed as they are seen as too great a risk to be allowed to live.

For a time, such girls were locked away in towers far into the wilderness, where monsters and magic deterred anyone unlucky enough to stumble upon them. However, when young **princes** (usually second-born and with little to lose) became fixated on and obsessed with rescuing these 'mysterious girls' from their prisons, Mages turned to the next best solution – hunting the girls down mercilessly. When a Mage is too frightened of a girl's supposed powers, they usually send for a **Witcher**, but very few will actually follow through with the task regardless of the reward offered. Witchers often view the Curse of the Black Sun as nothing but the ravings of an old wizard centuries ago and instead view the girls and women as nothing more than abused Humans who are justified in their ruthlessness. As outcasts themselves, Witchers tend to understand their situation as being the result of the abject misery they were raised in; that the curse is more a **self-fulfilling prophecy** than the result of any insidious magic.

Sidebar:

Changing Canon

In your own games, you can change the Curse to have it also affect Humans besides girls and women, much like you can adapt to have Witchers that are women or even of different species. Speak with your GM about this possibility.

Perks

As a Child of the Black Sun, you have the same perks as a **Human** (*Core Rulebook*, p.24) but with the following changes.

Mean Streak (*replaces the Trustworthy perk*)

Whether the result of a harrowing upbringing or because of the mutations they are suspected to have, children of the Black Sun have an inherent **+1 to their Deceit, Human Perception, and Intimidation** checks. They are gifted at deceiving and manipulating others and often have such a good understanding of human nature that they can twist it to their advantage when they choose to. These skills are normally learned as the result of the difficulties and outright cruelty they faced growing up and still face as adults.

Mutated Resistance (*additional perk*)

Though highly debated whether or not these girls are actually mutants, there is significant evidence proving that they are resistant to magic. A child of the Black Sun inherently gains a **+3 to Resist Magic** checks.

Social Standing

As a child of the Black Sun, you are tolerated so long as no one knows about the curse you bear (refer to *Core Rulebook* p.21 for typical Human Social Standing). If you are discovered or the truth somehow gets out, your **Social Standing** becomes the following:

Territory	Social Standing: Child of the Black Sun
The North	Hated & Feared
Nilfgaard	Hated & Feared
Skellige	Hated & Feared
Dol Blathanna	Hated & Feared
Mahakam	Hated & Feared
Witcher Keeps	Equal

Child of the Black Sun Lifepath

The life of your character, whilst similar in some ways to a typical Human's, has some major differences in how restrictive yet unique it is. Roll as normal on the **Homeland, Family, and Parents tables** (*Core Rulebook*, p.25) to determine where on the Continent you hail from and the current state of your family. After doing so, refer to the following **variant tables** which have been tailored to better reflect your upbringing as a child of the Black Sun.

Determining Your Background

Those affected by the Black Sun come from various backgrounds. Though the most well-documented cases are usually those where the girl was born into a noble – or even royal – family, it doesn't mean girls from peasant families cannot be affected. You can either roll at random or choose from the table below.

Background Table	
Roll (d10)	Background
1-3	You were the daughter of peasants, born into a village or hamlet of poverty and a life determined by deep-rooted suspicions and beliefs. Immediately, the fact you were born under and eclipse was considered and ominous event, even if they were unaware of the curse; a portent of dark forces being at work. The local Pellar was called for and confirmed their concerns. Refer to the sub-table Peasant Family for more information on your parents' background and the starting gear you gain from it.
4-6	You were the daughter of a family who climbed the societal ranks, a member of the bourgeoisie; born into a life that should have been one of comfortable contentment. But your parents had heard tales of the cruel, monstrous girls born under dark suns and a Pellar or Mage was called for, confirming the suspicions to be true. Refer to the sub-table Affluent Family for more information on your parents' background and the starting gear you gain from it.
7-9	You were the daughter of nobility (the child of a Duke, Lord, Earl, etc.), born into a life that should have seen you want for nothing. But your parents were educated in the curse and a Mage was immediately called for to confirm. Refer to the sub-table Noble Family for more information on your parents' background and the starting gear you gain from it.
10	You were the daughter of royalty, a princess whose life should have been freedom and frivolity. But your parents instantly – and discreetly – called for the Court Mage or Sorceress and it was confirmed then and there: you are a cursed child, born under the dreaded and shameful Black Sun. Refer to the sub-table Royal Family for more information on your parents' background and the starting gear you gain from it.

Family Status Sub-Tables

Once you have rolled or chosen your background, you can use the following tables to clarify exactly what position your parents held and what **starting gear** you gained from it. You add this gear to your **character sheet**.

Peasant Family	
Roll (d10)	Family Status
1	Farmers. Your parents are farmers, toiling in the fields day after day to bring in harvests and take care of the livestock, making use of trained animals to keep pests low, flocks together, and to deter thieves. Their lives may be simple, but dangerous nonetheless. Starting Gear: A trained herding dog or cat.
2	Farriers. Your parents are farriers, trimming the hooves of cattle and shoeing horses. The work is skilled and the hours long. Starting Gear: A farrier's hooked knife (+1 Small Blades).
3	Servants. Your parents are servants at a local noble's, running a household and taking on all menial tasks. The work is gruelling and hard. Starting Gear: 1 Acquaintance (<i>Core Rulebook</i> , p.33).
4	Alderman. Your parents (more than likely your father) are the Aldermen of the village you were born in. Though by no means noble or well-off, they have a life a bit more comfortable than the average peasant and command some level of respect amongst the locals. Starting Gear: Survey papers of the local land (+1 Education).
5	Cobblers. Your parents are cobblers, crafting and repairing shoes for those who can afford it. The work is finicky but rewarding. Starting Gear: A leather sewing kit (+1 Crafting).
6	Fishermen. Your parents are fishermen, spending hours, even days out on the water to bring home a catch to put on the table and sell to others. The work is incredibly demanding and the hours mean they weren't around much, but it is one of the few jobs that is consistent and pays fairly well when the waters are kind. Starting Gear: A folded plain sail and nautical-quality hemp rope (+1 Sailing).
7	Hunters. Your parents are hunters, tracking, shooting, and trapping quarry for food and skins to sell. The work is skilled and can be dangerous depending on the prey – wild boars have been known to gore many a man caught off guard. Starting Gear: A snare trap (+1 Trap Crafting).
8	Herbalists. Your parents are herbalists, foraging out in the wilderness to gather herbs to dry and make into tinctures to sell. The work is often dangerous and temperamental – depending greatly on the weather of the seasons and the hope that wolves and monsters aren't lurking in the woodlands. Starting Gear: A journal of simple herbal remedies (+1 Alchemy).
9	Stable-hands. Your parents are stable-hands, working with horses and other mounts like mules and donkeys. Their work sees them serve people from all over: nobles, armies, knights, and even Witchers. Starting Gear: A simple horse care kit, including a bridle, reins, and basic saddle (+1 Riding).
10	Pellars. Your parents (one or both) are pellars and/or cunning women, aiding the community with poultices, rituals, and advice. Essentially, they are who the commonfolk go to whenever they need answers. It is an important role that is vital to everyday life. Starting Gear: A lucky talisman or charm (+1 Luck).

Affluent Family	
Roll (d10)	Family Status
1	Merchants. Your parents are merchants, working in the purchase, selling, and bartering of goods – especially exotic ones that are hard to acquire in the region you hail from. Your parents' skills speak for themselves in how they have been able to become a part of the aristocracy. Starting Gear: Merchant's Tools.
2	Bankers. Your parents are bankers, working in the keeping and distribution of people's money and valuables, signing off for loans when approved. The hours are long and the skills needed to communicate

	with others are high. Starting Gear: An additional language of your choice which you begin with 4 points in – this doesn't count against the skill points you already have.
3	Artists. Your parents are artists, funded by noble and royal patrons to produce beautiful works of art – paintings, sculptures, songs, plays, etc. It is a job that requires a high amount of skill in crafting pieces, but also charisma to draw in patrons. Starting Gear: An instrument of your choice or Fine Art Tools.
4	Horse breeders. Your parents are horse breeders, breeding and selling quality mounts to nobles, royalty, and even the army. They are always in demand with highs during times of warfare. Starting Gear: A horse of any breed of your choosing.
5	Architects. Your parents are architects, working with officials to build new housing, public spaces, and buildings. It also includes contractual work with nobles and royalty, planning and building and new estates and palaces. Starting Gear: A book on the basics of city planning and infrastructure (+1 Streetwise).
6	Doctors. Your parents are doctors, specialising in medical care and some forms of surgery. They either run their own office or move periodically to where they are needed. The work is intense and, at times, sporadic, with no way to know what each new day will bring. Starting Gear: A basic First Aid Kit (+1 First Aid).
7	Scholars. Your parents are scholars, specialising in their own respective fields. They often rely on patrons to fund their work and research, but also take opportunities to teach others in establishments such as universities and colleges. Starting Gear: A Writing Kit (+1 Education).
8	Antiquarians. Your parents are antiquarians, usually specialising in one style (such as Elven or Dwarven handiwork) or Era (i.e., pre-Landing of the Exiles, or pre-First Northern War), and dealing in furniture and miscellaneous goods that fit that criteria. They often cater to the bourgeoisie, nobility, and even royalty. Starting Gear: A compendium of historical styles and goods from across the Continent (+1 Education).
9	Scientists. Your parents are scientists, often exploring the capabilities of alchemy or seemingly-endless bounds of known mathematics. They are sharp-minded and much valued in some parts of the Continent, though they are hated and unwelcome in others, particularly those with superstitions. Starting Gear: Alchemy Kit.
10	Tailors. Your parents are tailors, keeping on top of – or even sometimes creating – the current fashion trends. They are skilled in various styles of clothing and know how to handle most, if not all, fabrics. Starting Gear: A sewing kit and clothing patterns (+1 Grooming and Style).

Noble Family	
Roll (d10)	Family Status
1-3	Baron & Baroness. Your parents are a Baron and Baroness, governing a small (but still significant) portion of land for the royalty who own it. The land they govern is neither a city or a town, but covers a number of villages with their own estate nearby. Starting Gear: A chronicle of local history, including your family tree and lore (+1 Education).
4-6	Lord & Lady. Your parents are a Lord and Lady – usually the result of a knighthood somewhere in the family tree. They govern no land other than their own estate, but are often called to Court. Whilst it is a life of luxury, the family's future depends heavily of whether or not they can maintain the favour the royals have bestowed on them. Starting Gear: A treatise on Court politics (+1 Social Etiquette).
7-8	Duke & Duchess. Your parents are a Duke and Duchess, governing a large portion of the surrounding lands for the royalty who own it. They live in a mansion with their own acres of grounds which they own themselves, bestowed on them by the royal family they are in the good graces of. They are always welcome at Court but are trusted by the royal family enough that they don't always need to be in attendance or summoned. Starting Gear: Proof of heraldry (though this doesn't help your Reputation as a child of the Black Sun),

	a chronicle of the history of the Continent (+1 Education).
9-10	Earl & Countess. Your parents are an Earl (or Count) and Countess, governing their own estate and the tenants they permit to stay and work on the land. They live in a large stately home and are almost always required to attend Court. Starting Gear: An additional language of your choice which you begin with 4 points in – this doesn't count against the skill points you already have.

Royal Family	
Roll (d10)	Family Status
1-5	King & Queen (Northern Realms). You are the child of one of the rulers of the Northern Realms, your parents are some of the Continent's most powerful and influential people. Regardless of whether or not you are a legitimate child, you still have royal blood in your veins. But the curse means you can never fully claim your rightful title and inheritance. Starting Gear: 2 Acquaintances and 1 Friend.
6-10	Emperor (Nilfgaard). You are the bastard child of the Emperor of Nilfgaard, your father is one of the Continent's most powerful and influential people. Regardless of your illegitimacy, you still have royal blood in your veins. But the curse means you can never fully claim your rightful title and inheritance. Starting Gear: 2 Acquaintances and 1 Friend.

What Happened to You?

““People,” Geralt turned his head, “Like to invent monsters and monstrosities. Then they seem less monstrous themselves. When they get blind-drunk, cheat, steal, beat their wives, starve an old woman, when they kill a trapped fox with an axe or riddle the last existing unicorn with arrows, they like to think that the Bane entering cottages at daybreak is more monstrous than they are. They feel better then. They find it easier to live.”

“I’ll remember that,” Said Dandelion, after a moment’s silence. “I’ll find some rhymes and compose a ballad about it.”

“Do. But don’t expect a great applause.””

“The Edge of the World”, from *The Last Wish* by Andrzej Sapkowski (p.167)

As expressed in the **Determining Your Background** table, regardless of the family you were born into, the curse of the eclipse you were born under was recognised.

So. What to do with you?

Girls born under an eclipse were usually given **9 to 12 years** in which their development was documented. Any sign of cruelty, anger, or manipulation from you was noted and used against you – essentially anything that any young child is bound to express at some point in their life. You were deemed cursed from your birth and there was nothing you could have done to make anyone see otherwise.

Once you were around the age of 9 or 12, it was determined what would be done with you. None of the options were happy ones.

Happiness doesn't exist for those born under the Black Sun. The world makes it so.

Cursed Girls & Fairytales

Fairytales are considered actual history in the world of *The Witcher* and, as a result, many girls and women cursed by the Black Sun hold parallels to the stories that we as readers know. For example, **Renfri's** story is a version of Snow White where she instead goes on a quest for revenge against those who caused her needless pain and suffering, leading her to hunt down the Mage **Stregobor**. When creating your character, you can also draw upon fairytales for inspiration.

What Happened to You?	
Roll (d10)	Outcome
1-2	Experimented on by a Mage. You were taken by a Mage who caught wind of what you are. Convinced you truly are cursed, they subjected you to a number of scientific and magical experiments and procedures to test just how mutated you truly are. Your opinions on the matter were disregarded and

	never taken into account – your parents (one or both) were the ones that allowed the Mage to take you. The cruelty you faced was unimaginable as you were treated as less than human. The scars left behind are incredibly deep, both physically and mentally.
3-6	Hunted by the Mages. Upon hearing what they had planned for you, your parents (one or both) or a family friend helped you to escape. However, you didn't get far before the Mages caught your trail. You kept to yourself, unable to trust anyone or anything in case it was a trap set by the Mages to capture or kill you. You learned that the only one you can depend on is yourself and your trust cannot be easily bought or earned.
7-9	Ran away from home. You ran away from home before any decision could be made on what your parents should do with you. Managing to avoid detection by the Mages for the most part, you learned to survive on your own out of desperation. There was no one to trust and, with the war raging on, few people to help you out of the goodness of their own hearts. You learned to keep your head down and avoid detection whenever possible.
10	Locked in a tower. A solution often reserved for nobles and royals – but sometimes applied to other girls regardless of their social standing – you were locked away in a tower in a location completely isolated from the rest of the world. Spells and incantations set outside the walls by a Mage deterred anyone who strayed too close. You were eventually freed, rolling 1d10 to determine <i>how</i> : on a 1-8 you escaped by yourself, or on a 9-10 you were rescued by a prince, princess, knight, or Witcher.

Most Formative Experience

For a child of the Black Sun, most life experiences are bad or downright harrowing. The world of the *Witcher* is unforgiving and once people have made their opinion of you, it is very hard to convince them otherwise. This is why most Witchers believe that these girls are more symbols of self-fulfilling prophecy than anything else – of course those born under the Black Sun are often cruel and angry when their upbringing is shadowed entirely by suspicion and abuse. How can you expect them to behave otherwise when all they've ever been told is that they are cursed and evil? It is not an environment that produces a well-adjusted child.

However, sometimes you have known happiness, perhaps even love (or at least something that you think *feels* like it could be). Not every formative experience is the same, but they've shaped who you've become nonetheless – for better or worse. Roll or choose from the table below.

Formative Experience															
Roll (d10)	Outcome														
1	Met a Witcher. You crossed paths with a Witcher for an amount of time, travelling the Path together. For the first time in your life, you felt understood – the two of you outcasts, vilified by humanity and both brought up in cruelty and pain. You shared stories and even learned some survival skills from him. Alas, it came to an end; the Witcher had to part ways with you, for the Path called and they had places to be. Perhaps you will meet again in the future. Fate has its ways. (You gain a +1 to Monster Lore and +2 to Wilderness Survival) Special Gear: A Witcher's Medallion (the style is determined by the School the Witcher hails from). Details: Witcher School Roll 1d6 or choose which School the Witcher came from: <table border="1"> <thead> <tr> <th>Roll (d6)</th><th>Witcher School</th></tr> </thead> <tbody> <tr> <td>1</td><td>Bear School</td></tr> <tr> <td>2</td><td>Cat School</td></tr> <tr> <td>3</td><td>Griffon School</td></tr> <tr> <td>4</td><td>Manticore School</td></tr> <tr> <td>5</td><td>Viper School</td></tr> <tr> <td>6</td><td>Wolf School</td></tr> </tbody> </table> Strength of your bond	Roll (d6)	Witcher School	1	Bear School	2	Cat School	3	Griffon School	4	Manticore School	5	Viper School	6	Wolf School
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2	<i>Joined a gang of bandits.</i> In order to survive as best you could, you joined a roaming gang of bandits. You participated in village raids and even threatened peasants to give in to your demands. Sometimes, when luck was with you, you stole from passing nobles and merchants on the roads. You are used to taking what you feel is owed to you and even picked up some useful skills for when you finally parted ways with them. They weren't exactly your <i>family</i>, but it was the closes you'd felt to belonging to something. (You gain a +1 to Intimidation and a +2 to Swordsmanship) Special Gear: A kord (<i>Core Rulebook</i>, p.73). Details: Strength of your bond Roll 1d6 or choose whether you became Acquaintances, Friends, or Share a Deep Bond: <table border="1"> <thead> <tr> <th>Roll (d6)</th><th>Bond</th></tr> </thead> <tbody> <tr> <td>1-3</td><td>Acquaintances</td></tr> <tr> <td>4-5</td><td>Friends</td></tr> <tr> <td>6</td><td>Share a Deep Bond</td></tr> </tbody> </table> Where are they now? Roll 1d6 or choose where on the Continent the gang ended up after they parted ways with you.	Roll (d6)	Bond	1-3	Acquaintances	4-5	Friends	6	Share a Deep Bond														
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3	<i>Taken in by the Scoia'tael.</i> Surprisingly, you were taken in by a faction of the Scoia'tael despite their well-known hatred for Humans. Perhaps there was something about you and the way you've been treated because of your curse that resonated with them. You spent your time amongst the Elves, Dwarves, Halflings and other elderfolk, learning their cultures and beliefs. You were not trusted to carry out any missions on your own, nor were you ever really left unsupervised, but you still honed skills and discovered more about the elderfolk than usual Human ignorance refuses to see. Eventually, you parted ways. (You gain a +1 to Elder Speech and a +2 to Archery) Special Gear: An elven travel bow and 5 elven burrower arrows (<i>Core Rulebook</i>, p.83). Details: Strength of your bond Roll 1d6 or choose whether you became Acquaintances, Friends, or Share a Deep Bond: <table border="1"> <thead> <tr> <th>Roll (d6)</th><th>Bond</th></tr> </thead> <tbody> <tr> <td>1-3</td><td>Acquaintances</td></tr> <tr> <td>4-5</td><td>Friends</td></tr> <tr> <td>6</td><td>Share a Deep Bond</td></tr> </tbody> </table> Where are they now? The Scoia'tael often stick to the Elderlands, but have been known to set up camp in forests across the Continent in a bid to reclaim what was once their homeland. Roll a d10 or choose whether they remain in the Elderlands or left for elsewhere. You can then choose where specifically they have ended up. Your GM can assist with this. <table border="1"> <thead> <tr> <th>Roll (d10)</th><th>Location</th></tr> </thead> <tbody> <tr> <td>1-7</td><td><i>The Elderlands.</i> The band you were with remain in their lands, reinforcing the protection they have over the territory.</td></tr> <tr> <td>8-10</td><td><i>Moved along.</i> The band you were with left the Elderlands, whether it be for a mission, a territorial dispute, or to evade capture.</td></tr> </tbody> </table>	Roll (d6)	Bond	1-3	Acquaintances	4-5	Friends	6	Share a Deep Bond	Roll (d10)	Location	1-7	<i>The Elderlands.</i> The band you were with remain in their lands, reinforcing the protection they have over the territory.	8-10	<i>Moved along.</i> The band you were with left the Elderlands, whether it be for a mission, a territorial dispute, or to evade capture.
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Roll (d10)	Location														
1-7	<i>The Elderlands.</i> The band you were with remain in their lands, reinforcing the protection they have over the territory.														
8-10	<i>Moved along.</i> The band you were with left the Elderlands, whether it be for a mission, a territorial dispute, or to evade capture.														
4	<i>Befriended a Mage.</i> Against all odds, you were discovered by a Mage who was sympathetic to your plight. After all, not all Mages choose to believe in Eltibald's supposed 'prophecy' – it's just that most of them unfortunately do. Though things were very tense between you for some time, you eventually came to an understanding, even becoming friends. This one friendship could certainly not undo all the cruelty you have experienced at the hands of the Mages, but it broadened your horizons and gave you some reassurance that there are at least one or two decent people left in this world. You even learned some skills from them with regards to resisting magic and basic alchemy techniques. (You gain a +1 to Resist Magic and a +2 to Alchemy) Special Gear: An Alchemy Set (<i>Core Rulebook</i>, p.92) and 1 Novice Alchemical Formulae (<i>Core Rulebook</i>, p.146) of your choosing. Details:														

- **Strength of your bond**

Roll 1d6 or choose whether you became **Acquaintances, Friends, or Share a Deep Bond**:

Roll (d6)	Bond
1-3	Acquaintances
4-5	Friends
6	Share a Deep Bond

- **Where are they now?**

Roll 1d6 or choose to determine where the Mage is now. Not all fates are happy however, especially now that King Radovid is calling for the head of every person with so much as a whiff of magic about them.

Roll (d6)	Outcome
1	<i>Were killed.</i> The rising hatred for Mages and non-Humans in Novigrad finally claimed their life. They were likely burned at the stake after hours of torture at the hands of Radovid's Witch Hunters .
2	<i>Returned to their School.</i> They returned either to Ban Ard, Aretuza, or Gweison Haul in order to further their studies or teach new generations of Mages.
3	<i>Became an advisor.</i> The Mage became an advisor in one of the royal courts or houses of distinguished nobility, helping in governing the land and even providing tactical advice during warfare.
4	<i>On the run.</i> Whether avoiding the Lodge of Sorceresses, their School, the Witch Hunters, or even just the war out of a desperation to remain neutral, the Mage is on the run. They frequently move from place to place, avoiding anywhere too populated so as not to be detected.
5	<i>Is imprisoned.</i> Whether at the hands of King Radovid and the Witch Hunters to be tortured for information, or locked in confinement after upsetting the Emperor of Nilfgaard, the Mage is being held indefinitely, clapped in dimeritium shackles and chains. They may even be tortured for information about <i>you</i> .
6	<i>Travelling to distant lands.</i> The lands beyond the borders of the Continent hold untapped magical potential. Who knows what sort of Chaos is out there, waiting to be discovered and thoroughly studied?

5

Imprisoned. For whatever reason you choose, you have been imprisoned by some form of enforcement – a royal or noble's dungeon, a Redanian or Nilfgaardian war camp, etc. Whilst serving your sentence, you were forced to endure unspeakable conditions: unrestrained cruelty from the guards or even at the hands of fellow inmates. As a result, you learned quickly that keeping your head down was tantamount to survival – if anyone had discovered the truth about your curse, it wouldn't have ended well for you. It was a dog-eat-dog world in that prison and those who were not quick-thinkers didn't survive long. (You gain +1 to Sleight of Hand and a +2 to Streetwise)

Special Gear: A stiletto (*Core Rulebook*, p.73).

Details:

- **Making a break for it**

Roll 1d6 or choose whether you served out your sentence in full or escaped your prison.

Roll (d6)	Outcome
1-2	You successfully escaped.
3-6	You refused to try and escape, too terrified of the consequences that being caught would bring you.

- **Making friends**

Roll 1d6 or choose whether or not you managed to make a friend during your imprisonment. If you made a friend, continue on to the following two tables below.

Roll (d6)	Outcome
1-3	You made a friend during your imprisonment.
4-6	You made no friends during your imprisonment.

- **Strength of your bond**

Roll 1d6 or choose whether you became **Acquaintances**, **Friends**, or **Share a Deep Bond**:

Roll (d6)	Bond
1-3	Acquaintances
4-5	Friends
6	Share a Deep Bond

- **Where are they now?**

Roll 1d6 or choose to determine where your friend is now. The outcome may not be favourable depending on the severity of their own crime and the actions of those holding you both.

Roll (d6)	Outcome
1	<i>Were executed.</i> Whether as punishment for the crime that got them imprisoned, or to make an example to other prisoners, your friend was executed. This could have happened whilst you were there or some time after you were released or escaped.
2	<i>Are still imprisoned.</i> Depending on the length of their sentence and when they were first brought there, your friend is still being held, your own sentence ending before theirs. If you escaped, they either chose not to risk it themselves, or couldn't escape with you due to other factors.
3	<i>Left for a new life.</i> Having served their sentence – or escaping with or without you – they chose to head somewhere else on the Continent, to go to a new city with a new name and start over. They promised to keep in contact with you whenever they could.
4	<i>Vanished.</i> Having served their sentence – or escaped – they simply upped and left, no real plan of where to go or what to do next. They haven't been seen or heard from since.
5	<i>Returned to a life of crime.</i> After escaping or serving their sentence, they returned to their life as it was before. They could be an independent criminal, or be part of a small or large organised gang.
6	<i>Were conscripted.</i> Whilst imprisoned, they were one of a number of prisoners offered to waive their sentence in return for being drafted into the war – Redanian or Nilfgaardian depending on where they were being held.

		They took the opportunity to sign up for 8 years minimum of servitude. You don't know where they are. You hope it isn't the Pontar.														
6	Attacked by a monster. You were attacked by a monster either out on the open roads or within a settlement. This led to a lasting injury which is determined by rolling on the table below. As a result of this attack, you made a concerted effort to study monsters and learn the basics of their weaknesses, their habits – you refuse to be caught off guard again. (You gain a +1 to Swordsmanship and a +2 to Monster Lore) Special Gear: A gambeson (<i>Core Rulebook</i>, p.79). Details: Lasting injury Roll 1d6 or choose from the table below to determine what type of injury you took. All resulting conditions listed can be found in the supplement <i>Medicine on the Path</i> – a free homebrew about disability, healing, and injury in <i>The Witcher Pen & Paper</i>. <table><tr><th>Roll (d6)</th><th>Injury</th></tr><tr><td>1</td><td>Broken limb. One of your limbs was badly broken from a heavy blow. Though healed, it's never been the same, frequently stiffening up and becoming painful. Refer to section Arthritis (<i>Medicine on the Path</i>).</td></tr><tr><td>2</td><td>Fractured jaw. Your jaw was fractured, likely from being tossed and landing hard. Though healed, you experience persistent pain and stiffness which can affect your speech from time to time. Refer to section Arthritis (<i>Medicine on the Path</i>).</td></tr><tr><td>3</td><td>Damaged eye. Your eye was severely damaged from a sharp claw or gnashing tooth, either fracturing the socket or gouging out the eye entirely. Though healed, you are now blind in that eye. Refer to section Blindness (<i>Medicine on the Path</i>).</td></tr><tr><td>4</td><td>Shattered bones. Multiple bones were shattered as you were thrown and knocked about like a ragdoll. You were lucky to survive at all and experience chronic pain from bones that fused back together at a slight misalignment. Refer to section Chronic Pain (<i>Medicine on the Path</i>).</td></tr><tr><td>5</td><td>Paralysis. Part of your spine or nervous system took a serious injury during the attack, leaving you paralysed. This paralysis could be below the waist, or just affect one or more specific limbs depending on where the injury was. Refer to section Paralysis (<i>Medicine on the Path</i>).</td></tr><tr><td>6</td><td>Twisted ribs. Your chest took the brunt of the attack, almost entirely caving in and fracturing your ribs. You were extremely lucky to survive and, though healed, there is a significant amount of scar tissue that narrowed your airways, leaving</td></tr></table>		Roll (d6)	Injury	1	Broken limb. One of your limbs was badly broken from a heavy blow. Though healed, it's never been the same, frequently stiffening up and becoming painful. Refer to section Arthritis (<i>Medicine on the Path</i>).	2	Fractured jaw. Your jaw was fractured, likely from being tossed and landing hard. Though healed, you experience persistent pain and stiffness which can affect your speech from time to time. Refer to section Arthritis (<i>Medicine on the Path</i>).	3	Damaged eye. Your eye was severely damaged from a sharp claw or gnashing tooth, either fracturing the socket or gouging out the eye entirely. Though healed, you are now blind in that eye. Refer to section Blindness (<i>Medicine on the Path</i>).	4	Shattered bones. Multiple bones were shattered as you were thrown and knocked about like a ragdoll. You were lucky to survive at all and experience chronic pain from bones that fused back together at a slight misalignment. Refer to section Chronic Pain (<i>Medicine on the Path</i>).	5	Paralysis. Part of your spine or nervous system took a serious injury during the attack, leaving you paralysed. This paralysis could be below the waist, or just affect one or more specific limbs depending on where the injury was. Refer to section Paralysis (<i>Medicine on the Path</i>).	6	Twisted ribs. Your chest took the brunt of the attack, almost entirely caving in and fracturing your ribs. You were extremely lucky to survive and, though healed, there is a significant amount of scar tissue that narrowed your airways, leaving
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		you with a slight wheeze and persistent cough. Refer to section Respiratory Conditions (<i>Medicine on the Path</i>).																																
7	<i>Fell in love.</i> Though you spent most of your time avoiding others and refusing to make any real connections for fear of being discovered, you managed to find love. Refer to the Romance tables (<i>Core Rulebook</i>, p.35) to determine the details. You learned to make yourself vulnerable to someone else for the first time and discovered that, perhaps, some people are worth trusting. If they are still alive, you keep in touch via letters and gifts. (You gain a +1 to EMP and a +2 to Human Perception) Special Gear: A Writing Kit (<i>Core Rulebook</i>, p.92). Details: All details of this romance are determined by the aforementioned Romance tables in the <i>Core Rulebook</i>.																																	
8	<i>Travelled across the Continent.</i> Moving from place to place, trying to leave no evidence of your trail, you travelled across most of the known Continent. You learned much about different peoples and cultures and experienced things you never would have if you'd stayed in your homeland. You even discovered some places where the Curse of the Black Sun is mostly seen as an old wives' tale, not fact. But there was still that vocal minority who staunchly believed otherwise, making you too nervous to stay around for long. (You gain a +1 to Human Perception and a +2 to Education) Special Gear: A dagger (<i>Core Rulebook</i>, p.73) and a Map of the Continent (<i>Core Rulebook</i>, p.79). Details: Someplace like home One of the places you travelled to resonated with you in a way that others did not. First roll 1d10 to determine which Kingdom the region you connected with is located in. A 1-4 is the Northern Kingdoms. A 5-8 is the Nilfgaardian Empire. A 9-10 are the Elderlands. Next, roll 1d10 or choose from the table for which country this was. You can then choose a specific city, town, or even village within the resulting region if you'd like – your GM can assist with this. <table><tr><th colspan="2">The Northern Kingdoms</th></tr><tr><th>Roll (d10)</th><th>Region</th></tr><tr><td>1</td><td>Redania</td></tr><tr><td>2</td><td>Kaedwen</td></tr><tr><td>3</td><td>Aedirn</td></tr><tr><td>4</td><td>Temeria</td></tr><tr><td>5</td><td>Skellige Isles</td></tr><tr><td>6</td><td>Kovir & Poviss</td></tr><tr><td>7</td><td>The Hengfor's League</td></tr><tr><td>8</td><td>Lyria & Redania</td></tr><tr><td>9</td><td>Cidaris</td></tr><tr><td>10</td><td>Verden</td></tr></table> <table><tr><th colspan="2">The Nilfgaardian Empire</th></tr><tr><th>Roll (d10)</th><th>Region</th></tr><tr><td>1</td><td>Nilfgaard</td></tr><tr><td>2</td><td>Etolia</td></tr></table>		The Northern Kingdoms		Roll (d10)	Region	1	Redania	2	Kaedwen	3	Aedirn	4	Temeria	5	Skellige Isles	6	Kovir & Poviss	7	The Hengfor's League	8	Lyria & Redania	9	Cidaris	10	Verden	The Nilfgaardian Empire		Roll (d10)	Region	1	Nilfgaard	2	Etolia
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9-10	<i>Befriended a monster.</i> Those outcast from society often find one another, and you experience exactly this when you crossed paths with a sentient monster. Both forced to live a life outside the 'norm' because of the stigma others have about you, you swiftly found a kinship in one another that easily bloomed into a fast friendship. You may be odd to others, but not to each other. You learned many things from the perspective and experiences your friend had and learned that despite being a Monster and a Human, you shared much in common. (You gain a +1 to EMP and a +2 to Monster Lore) Special Gear: An amulet (<i>Core Rulebook</i>, p.92). Details: What were they? Roll 1d10 or choose from the table to determine what type of monster your friend was. All of these monsters are rare to encounter compared to non-sentient ones, which goes to show just how special your friendship is with them and the level of trust implicit there. <table> <tr> <th>Roll (d10)</th><th>Monster Result</th></tr> <tr> <td>1</td><td><i>Godling.</i> Reminiscent of a Human child in appearance but with pale blue skin and bright eyes that are larger than is normal, your friend was a Godling. Usually native to woods and swamps, some have been forced into more urban areas due to loss of habitat by Human expansion and settlements. Godlings are shy and prefer to keep to themselves, watching over animals and people from a distance, but they frequently reveal themselves to and interact with children, drawn by their innocent natures and joy. They are easily offended if confronted with rude or standoffish people and turn to mischief to inflict punishment on those who wronged them. For them to willingly befriend someone who is not another Godling, child, or animal is exceedingly strange and should be considered an attest to one's good character, even if the individual befriended believes themselves to be a bad person. Refer to <i>A Witcher's Journal</i> for more information on Godlings (p.86).</td></tr> <tr> <td>2</td><td><i>Doppler.</i> Shapeshifters who can assume the form of almost anyone they have met, your friend was a Doppler. Often found living in the free-city of Novigrad, they are generally extremely kind to all they meet and know. Making</td></tr> </table>	Roll (d10)	Monster Result	1	<i>Godling.</i> Reminiscent of a Human child in appearance but with pale blue skin and bright eyes that are larger than is normal, your friend was a Godling. Usually native to woods and swamps, some have been forced into more urban areas due to loss of habitat by Human expansion and settlements. Godlings are shy and prefer to keep to themselves, watching over animals and people from a distance, but they frequently reveal themselves to and interact with children, drawn by their innocent natures and joy. They are easily offended if confronted with rude or standoffish people and turn to mischief to inflict punishment on those who wronged them. For them to willingly befriend someone who is not another Godling, child, or animal is exceedingly strange and should be considered an attest to one's good character, even if the individual befriended believes themselves to be a bad person. Refer to <i>A Witcher's Journal</i> for more information on Godlings (p.86).	2	<i>Doppler.</i> Shapeshifters who can assume the form of almost anyone they have met, your friend was a Doppler. Often found living in the free-city of Novigrad, they are generally extremely kind to all they meet and know. Making																		
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		acquaintances with them was easy, but true friendship wasn't on the table until they felt safe enough with you to reveal their true form. Dopplers, when they aren't using someone else's form, are short creatures with elongated features – almost Human-like in appearance but a little too 'off' to look exactly like one. They are exceptionally susceptible to silver which strips away their ability to shapeshift for a while if they so much as brush against it. Their shifting also allows them to copy an individual so perfectly that they can also mimic the person's voice, skills, any behaviours unique to them, and even share the same mindset and opinions. They are often considered <i>too</i> empathetic a creature as the personality they are mimicking can often reveal something deeply personal about that person, which can make the Doppler react very emotionally.
	3-4	Rock Troll. Bulky and incredibly strong, your friend was a Rock Troll. Though some Trolls are very aggressive and quick to attack, most are actually quite peaceful and won't be on the offensive unless threatened or badly insulted in some way – usually in a very direct way as they are quite literal creatures and don't always understand the nuances of communication. Trolls don't typically grasp the customs of people, but they can be reasoned with and often take on jobs for others that revolve around their great strength and toughness. Friendship with them is easy and rewarding even if miscommunications can occur from time to time. Refer to the <i>Core Rulebook</i> for more information on Rock Trolls (p.304).
	5-6	Katakan. Large and bat-like in appearance, your friend was a Katakan. Despite being considered as one of the more 'wild' type of intelligent Vampires, this one clearly saw something worth exploring with you. Like all sentient Vampire species, Katakans enjoy drinking small amounts of blood but are prone to entirely draining their victims regardless due to a lack of control. They do this with a neat bite rather than ripping them apart like many Lesser Vampires do. They also have the ability to adopt a Human guise and behave like one, though they are unable to go out into sunlight. They are known for collecting shiny objects and adorning their bodies and fur with them. Most of these items are typically trophies from prey, but some are from old underground ruins they make their nest in – typically Elven ones. Refer to the <i>Core Rulebook</i> for more information on Katakans (p.308).
	7-9	Succubus or Incubus. Of otherworldly beauty and generally prone to pacifism, your friend was a Succubus (female) or an Incubus (male). They are quite social creatures, enjoying the company of others and friendship with them is quite easygoing so long as they trust you. Succubi and Incubi are naturally drawn to pretty things – both objects and people – and are notorious for their seduction of adults. Once a target has been seduced, they use the opportunity during intimacy to feed from them by draining some of their energy. It is very rare for a Succubus or Incubus to kill someone in this manner unless threatened

		and forced to do so in self-defence. Your friendship does not need to have a sexually intimate element to it at all. Succubi and Incubi are more than able to have fulfilling relationships that don't rely on any physical elements. Refer to <i>A Witcher's Journal</i> for more information on Succubi and Incubi (p.60).
	10	Higher Vampire. Incredibly rare, reclusive, and powerful, your friend was a Higher Vampire. The one you met was likely part of the very small fraction of Higher Vampires that consider themselves 'humanist': abstaining from drinking blood entirely and attempting to participate in Human customs as much as possible. They appear almost entirely Human, though cast no shadow nor reflection, and have sharpened teeth and nails – but these usually go unnoticed, even by trained Witchers, due to a Vampire's reliance on how the mind works: that it ignores inconsistencies that don't fit into one's world-view or beliefs. Higher Vampires have a range of abilities that are unique to each individual. However, they do share some similarities among them: the ability to turn into coloured smoke/mist, and having two other forms – a giant bat and a hybrid form between Human and bat. And, most notably, they are all immortal. Higher Vampires don't make friends easily, but when they do come to care for someone, they feel emotions for and about them far more intensely than a Human ever could. The depths of their feelings and the lengths they would go to for a friend cannot be expressed sufficiently in any language. They treasure the bonds they make with others more than anything else. Refer to <i>A Witcher's Journal</i> for more information on Higher Vampires (p.135).

- Strength of your bond**
Roll 1d6 or choose whether you became **Acquaintances**, **Friends**, or **Share a Deep Bond**:

Roll (d6)	Bond
1-3	Acquaintances
4-5	Friends
6	Share a Deep Bond
- Where are they now?**
Roll 1d6 or choose to determine what happened to your friend after you parted ways. Not all of these are positive outcomes. At the end of the day, it's extremely rare that someone views a sentient monster as a person – even a majority of Witchers refuse to accept that – and they will treat them exactly like the monster they believe them to be.

Roll (d6)	Outcome
1	Killed by a pogrom. Witchers are the most effective at hunting and dispatching monsters, but sometimes a monster cannot save itself from sheer numbers banded together by hatred. Your friend was killed by a large group of people set on seeing them torn apart or burned. There was no escaping them.

		2-3	<i>Chased out from their home.</i> Whether the result of Human encroachment on their habitat, because they were discovered, or because the agreement or peace they shared with the locals turned sour, your friend was forced to flee from their home. If they had tried to stand their ground they would have been killed. Better to live to fight another day than needlessly die.
		4-5	<i>Remained where they are.</i> Your friend is still living in the same place as they were when you first met them. They either haven't been discovered, have continued to maintain the agreement/peace with the locals, or are simply lucky enough to be living in a place where Humans aren't interested in settling.
		6	<i>Hunted by a Witcher.</i> A Witcher was called for and the Hunt began. It doesn't matter how far your friend managed to run because there is nowhere they could have gone that a Witcher wouldn't have followed, especially if the pay was substantial. Roll 1d6 to determine the outcome: a 1-4 means your friend was killed (or, in the case of a Higher Vampire, dismembered and scattered across great distances to slow the regeneration process), a 5-6 means your friend was lucky to have been pursued by a Witcher who was somewhat sympathetic, meaning they were able to be reasoned with and the Hunt called off.

Life Events

For additional life events beyond those in your early life which have been laid out in this supplement, refer to the *Core Rulebook* (p.31) for **Fortune & Misfortune**, **Allies & Enemies**, and **Romance**. However, you can add the following ruling to better reflect how the world is a cruel place for those deemed touched by this curse.

The Black Sun Follows

Whenever you roll your d10 to establish whether you faced **fortune** or **misfortune** or **gained an ally** or **enemy** in your life events, you automatically take -1 from the result.

Additionally, whenever you roll to determine how your **romance** went, you automatically add +1 to the result.

Profession

A child of the Black Sun can be of any profession apart from a **Mage**, **Priest**, or **Witcher** due to their magic resistance and inability to cast spells.

Disclaimer

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